SPECIFICATION AMENDMENTS

Page 13, paragraph 1:

As noted, with reference to the construct deck 10 of Fig. 2, the microdeck 150 of Fig. 19 preferably has an overlay template 158 to enable the microdeck to be utilized by the blind, as previously discussed. The display screen 152 also includes a touch-screen membrane [[160]] 156, such that virtual controls that are displayed on the display screen can be activated with the touch of a user's finger on the surface on the screen. The overlay template 158 is removable and replaceable with other templates to enable different virtual screen controls to be utilized. A template 158 is a simple stencil that is cut from a thin clear plastic sheet of sufficient thickness to provide tactile discrimination.

Page 14, paragraph 1:

Referring to Fig. 20, the top of the microdeck includes a pair of spaced cursor controls 160 which control a single cursor or painter pointer (not shown) on the display screen in redundant mode, and a pair of cursors, each independently controllable when operated in tandem mode. In the former mode, either cursor control will move the cursor in a conventional manner. In the tandem mode, each cursor control 160 will control a separate screen cursor for certain software programs, for example, two player games or editing programs where one cursor selects a letter from a virtual letter bank and the other cursor selects the location for placement of the letter, thereby speeding the operation of editing. Other uses of the tandem control system will become apparent. In conjunction with the cursor controls 160 are [[duel]] dual sets of select buttons 162 and 164 on the underside of the microdeck 150 as shown in Fig. 21. The select buttons 162 and 164 are similarly operable both in a redundant mode and in a tandem mode.

Page 15-16 paragraph 1:

Since the microdeck 150 is designed as a communication module, corner switch 168 is

included to activate a digital voice recording system. The voice activation switch 168 is a similar momentary rocker switch integrated with a depression switch such that forward and reverse tracking, and on depression, a dictation mode can be incorporated in a single switch. Voice activation switch 168 is located proximate a two-way transducer unit 170 that includes both a miniature microphone and speaker (not visible) behind the air slots 172 for the unit 170. The corresponding switch [[170]] 174 on the opposite side of the microdeck [[174]] 150 is used for fast tracking of the dictated data in a forward and reverse direction as desired. Software for conversion of digital dictation to text that can be displayed on the display screen 152 is under development by Dragon of Massachusetts, and similar voice to text systems are under development by International Business Machines Corporation. It is to be understood that voice recognition application programs, when adapted to standard PCMCIA card transfer media, will be usable on the device disclosed.

Page 18, paragraph 2:

The back panel 206 of the ~~batter~~ battery pack 204 is constructed of a network circuit of photo cells and associated diodes to provide for recharging of the battery pack during periods of non-use. The installation of the cells in the back panel will encourage users to protect the display screen 152 by placing the microdeck face down on the display screen during periods of non-use. Both the display screen 152 and solar cell panel 206 are recessed from the perimeter band 188 for protection.

Page 34-35, paragraph 3:

The card metaphor provided a powerful heuristic for associating and visualizing information. It functions as a classic memex as described by Vannevar Bush in his 1945 article, "As We May Think," in the Atlantic Monthly. The essence of this program is [[A B]] $A{\approx}B$. This is a mathematical expression meaning A is like B, not identical, but similar. The first metaphor used in this system, as noted, is the card. Cards have two sides, can freely move about, generally come in

sets, and for our purposes can be divided into two primary classes, playing cards and trading cards. Like their real world counter parts, playing cards are hierarchical and very generic, and trading cards are somewhat particular. Both are convenient, short-hand devices to identify and compare things.